1 Patent Claims

2

3 1.   A method for configuring the language of a computer
4 program, comprising the following steps:
5 -   a text memory in which alphanumeric identification
6 expressions have associated alphanumeric message character
7 strings is selected;
8 -   identification expressions associated with wildcard
9 character strings contained in the computer program are
10 found in the text memory, and the wildcard character strings
11 in the computer program are replaced with the associated
12 message character strings in the text memory,
13 characterized in that
14 -   said finding and replacing are performed during the
15 runtime of the executable binary computer program;
16 -   said replacing is performed by attributing the message
17 character strings to memory variables in the running
18 computer programs.

19

20 2.   The method as claimed in claim 1,
21 characterized in that
22 the text memory is selected such that the identification
23 expressions contain alphanumeric name descriptors and
24 alphanumeric field descriptors, and a respective field
25 descriptor has an associated message character string.

26

27 3.   The method as claimed in claim 2,
28 characterized in that
29 an identification expression in the text memory is found for
30 a wildcard character string contained in a computer program
31 by evaluating a path for the wildcard character string,
32 which path is formed from at least one of said name
33 descriptors.

34

35 4.   The method as claimed in one of claims 1 to 3,
36 characterized in that the XML format is selected for the
37 design of the text memory, and the identification
38 expressions are found by interpreting XML tags.

1

2   5.   The method as claimed in claim 4,

3   characterized in that identification expressions and message

4   texts are stored in the XML text memory in the form of an

5   XML table.

6

7   6.   The method as claimed in one of claims 1 to 5, in that

8   the wildcard expressions to be replaced are respectively

9   read from a memory variable in a dialog structure in the

10   computer program.

11

12   7.   A computer system for configuring the language of a

13   computer program stored in the computer system, having a

14   text memory which has an association between alphanumeric

15   identification expressions and alphanumeric message

16   character strings and which also has means for finding

17   identification expressions in the text memory which are

18   associated with wildcard character strings contained in the

19   computer program and for replacing the wildcard character

20   strings in the computer program with the associated message

21   character strings in the text memory,

22   characterized in that

23   the computer program is in executable binary code and said

24   means for finding and replacing are contained in the

25   computer program.

26

27   8.   The computer system as claimed in claim 7,

28   characterized in that

29   the identification expressions contained in the text memory

30   contain at least one alphanumeric name descriptor

31   and at least one alphanumeric field descriptor, and in that

32   a respective field descriptor has an associated message

33   character string.

34

35   9.   The computer system as claimed in claim 8,

36   characterized in that

1   the wildcard character strings contained in the computer
2   program have a respective path formed from at least one of
3   said name descriptors.
4
5   10.   The computer system as claimed in one of claims 7 to 9,
6   characterized in that
7   the text memory is in XML format, name descriptors are shown
8   as XML tag names and field descriptors are shown as XML
9   attribute names.
10
11   11.   The computer system as claimed in one of claims 7 to
12   10,
13   characterized in that
14   a respective wildcard character string contains at least one
15   XML tag name, and the wildcard character string starts with
16   a characteristic prefix.
17
18   12.   The computer system as claimed in one of claims 7 to
19   11, in that the wildcard character strings to be replaced
20   are stored in a memory variable in a dialog structure in the
21   computer program.